

IN THE SPECIFICATION:

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This application claims the benefit of U.S. provisional application number

60/166,932 filed on November 22, 1999.

IN THE CLAIMS:

1. A method for creating an appearance of texture in a computer image

comprising the steps of:

inputting a point $\{x_d\}$ in D-dimensional geometric space R^3 described via D M

bit quantities i_d and D N bit quantities u_d , where i_d are M bit representations of greatest integers not $> x_d$ and u_d are N bit representations of remainders $(x_d - i_d)$, where M and N are integers ≥ 4 and $D=3$, in a computer;

computing a pseudo-random hash value at each vertex of a unit cube C surrounding the point;